

PROGRAMMABLE VIDEO GAME

Model APOLLO 80

GENERAL DESCRIPTION

The VICTORY-3 is a microcomputer-design cartridge-orientated TV game system capable to generate a variety of entertaining games with the readily available comprehensive library of cartridges.

The VICTORY-3 Console has two Deci-Keyboards (Keyboard A and Keyboard B), a Clear Button, a red Power Indicator, a Cartridge Inlet, an AC Adaptor Jack and RF Cable with an antenna plug as shown in the figure 1. The Console is built-in with five interesting resident games: Doodle, Patterns, Bowling, One-player Blackjack and Two-player Blackjack.

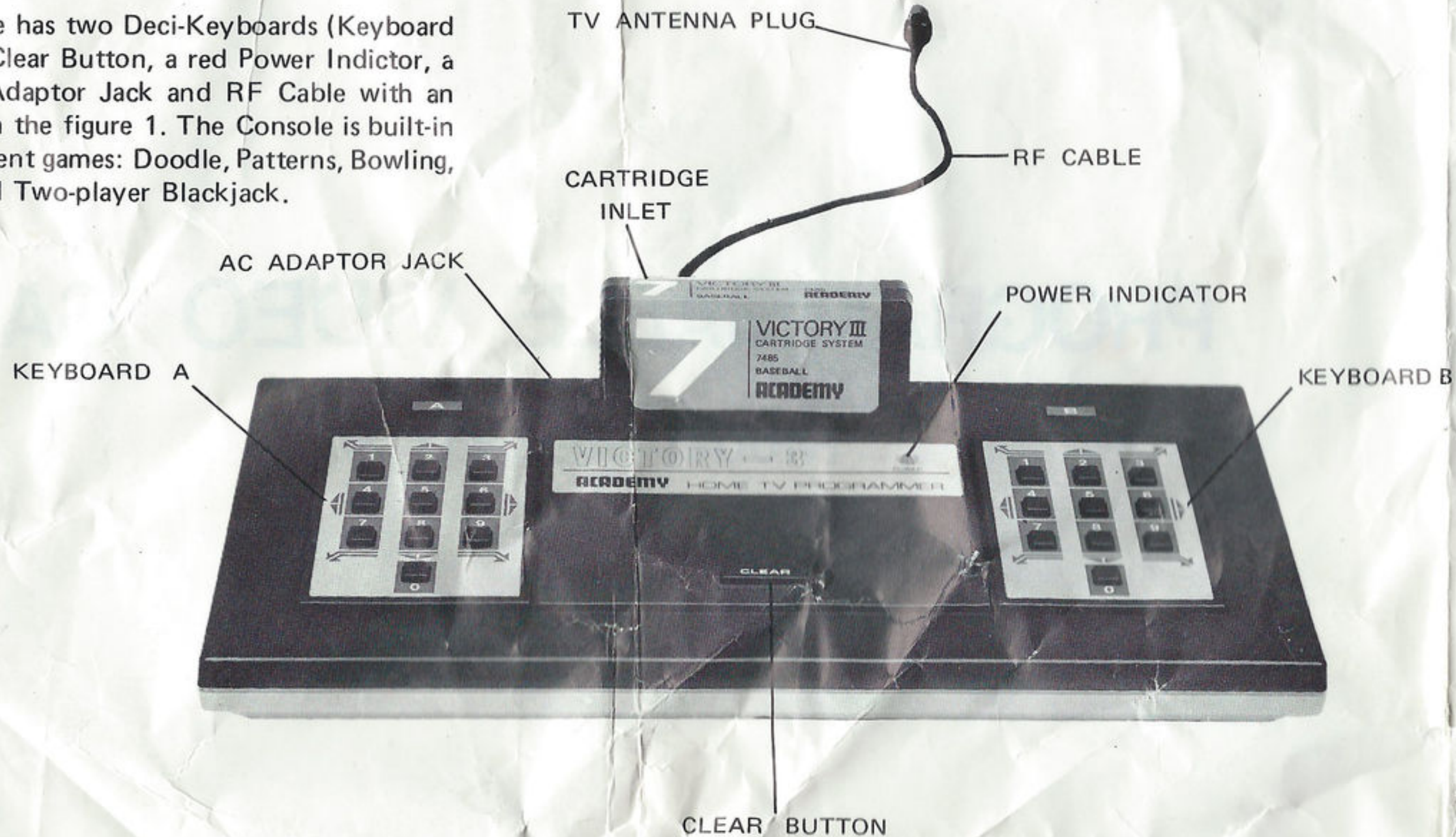


FIGURE 1: VICTORY-3 CONSOLE

SETTING UP

- 1.0 Connect the RF cable to your TV set.
- 2.0 Connect your AC adaptor to the Adaptor jack of the Console. You should ensure that the AC adaptor must be:
9VDC/400 mA or MORE
3.5mm MINIATURE EARPHONE PLUG
CENTRE CONNECTOR TIP POSITIVE
- 3.0 Plug your AC adaptor to the mains socket. The power Indicator will lit red.
- 4.0 Press the Clear Button once.
- 5.0 Turn the TV volume knob to its quarter position. Tune your TV set to the UHF Channel 36 slowly till the whole screen displays a clear BLUE picture and simultaneously the background noise from the loudspeaker is at the quietest.

You can now play the resident games built in the Console by following the instructions on the next paragraphs, or insert a Cartridge into the Console and play the games by following the instructions in the accompanied booklet.



FIGURE 2: SET-UP

VICTORY-3 RESIDENT GAMES

DOODLE (one-player)

DOODLE is an interesting game for one player. You can draw pictures in color, at the same time playing musical tones, or play music by itself.

HOW TO PLAY

1. Press "clear" key. Press key 1 on keyboard A. A white dot will appear in the lower left corner of the screen.
2. You set the color of the area surrounding the dot by pressing keys 3 through 9 and 0 on Keyboard A. These keys also generate sounds.

Key	Color	Tone/Note
3	Red	C (middle)
4	Blue	D
5	Violet	E
6	Green	F
7	Yellow	G
8	Aqua	A
9	White	B
0	Black	C

Tones are heard as long as the key is down (not exceeding two seconds).

3. Start moving the dot by pressing any of keys 1, 2, 3, 4 and 6, 7, 8, 9 on Keyboard B. In the direction shown by small arrows next to each key. (Key 2 up; key 6, right, etc.)

If you hold the key down, the trace will continue in the selected direction.

4. Press key 5 on Keyboard B, and you're ready to write.

5. Erasing is easy. Just press key 0 on Keyboard B then move marker back over the trace. After key 0 is pressed, you can also move spot anywhere you wish on the screen without leaving a mark.

Press key 5 to resume doodling.

NOTE: If spot or trace moves off doodle area, it will reappear on the opposite side.

6. You can form patterns over your doodle by pressing key 2 on Keyboard A. Proceed as in the PATTERN instructions.

PATTERNS

This game allows you to design millions of interesting and attractive patterns in color with sound effects.

HOW TO PLAY

1. Press "clear" key. Press key 2 on Keyboard A.
2. Form a pattern design using the direction key on the B Keyboard (key 2 up, key 6 right, etc.) (as in DOODLE).
3. You change the color of the area surrounding the dot by pressing keys 3 through 9 and 0 on the A Keyboard. These keys record color and sound in computer memory for playback when the pattern repeats. Color changes and sound accompany a pattern being drawn.

Key	Color	Tone/Note
3	Red	C (middle)
4	Blue	D
5	Violet	E
6	Green	F
7	Yellow	G
8	Aqua	A
9	White	B
0	Black	C

4. How long you hold down a color key determines the tone duration. However, this time changes if successive tones are entered one after another.
5. Up to 128 key entries may be stored in memory. A color key counts as three entries.
6. Key 5 on the B Keyboard is a do-nothing key used for time delay.
7. If you make more than 128 key entries the computer will start to repeat the pattern. However, if the last key you pressed was 5 on the B Keyboard, use key 0 to start the pattern sequence.
8. Press key 0 on Keyboard B and watch the computer form the pattern by repeating your design over and over.

To "freeze" pattern. The patterns can be stopped at any time by pressing key 5 on Keyboard B. Start pattern again by pressing key 0.

BOWLING

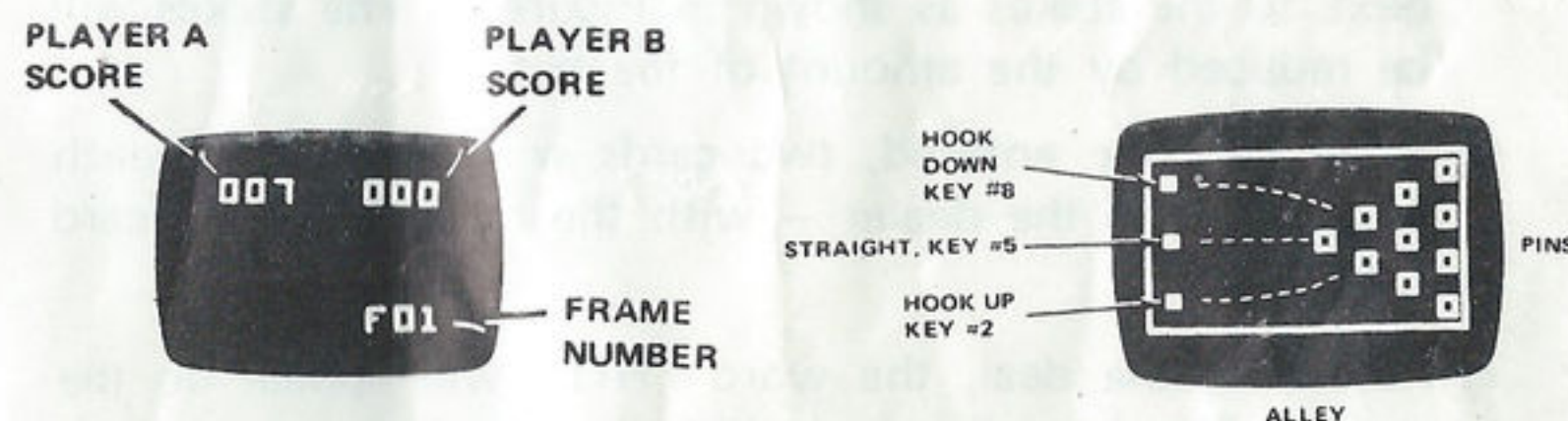
VICTORY-3 computer bowling provides hours of challenging fun. You can make spares, strikes (and misses) just like in real bowling.

HOW TO PLAY

1. Press "clear" key. Press key 3 on Keyboard A. Players' score and frame number will appear briefly on player A's side of the screen. The bowling alley with "ball" moving up and down at left will appear on the screen.
2. Player on Keyboard A goes first and gets two tries (if player bowls a strike, there is no second try). Ball is released by pressing either key 2 (hook upward), 5 (straight) or 8 (hook downward).

3. Player A's score appears, and frame number is shown on Player B's side of the screen.
4. Second player now bowls on Keyboard B.
5. After ten frames are played, player's total scores are displayed, and word "END" appears.

NOTE: The word "MISS" will appear if no pins are hit. If you bowl a spare, you score 15 points, and "SP-15" appears on the screen. If you bowl a strike, you score 20 points and "ST-20" appears on the screen.



BLACKJACK

This game is quite similar to "LAS VEGAS" version of the game.

HOW TO PLAY

1. Press "clear" key.
2. For 1-player game, press key 4 on Keyboard A.
For 2-player game, press key 5 on Keyboard A.

Game is played using both keyboards for 2-player game, and Keyboard B for single player game.

3. The "200" representing the stakes will appear at the bottom corners of the TV screen as shown in Figure 1. The stake will appear only on the right side in the single-player game.
4. The word "CUT" will also appear on the screen. Whenever "CUT" appears at various times throughout the game, the dealer has shuffled the cards and is asking the player to cut. Cut cards by pressing key 0.
5. After the cut is made, the word "BET" will appear. Each player enters a bet of from \$1 to \$99 by pressing two successive keys 0 through 9. For example, to bet \$5, press 0 followed by 5. The amount of the bet will be displayed next to the stakes as shown in Figure 2. The stakes will be reduced by the amount of the bet.
6. After bets are entered, two cards will be dealt to each player and to the dealer — with the dealer's second card face down.
7. Following the deal, the word "HIT" will appear on the screen. The bet display will flicker to indicate player's turn, with player B going first.

NOTE: If a player draws a natural (ace and 10-point card), the player automatically wins and the turn will go to the next player or the dealer. The player has three choices:

Hit — Press Key 1 for each hit. Player may be dealt up to 5 additional cards.

Double—To double down, press Key 2. The amount of bet will be doubled, and player will be hit with just one more card. Turn will pass to next player or to dealer.

NOTE: When you double down and your total bet equals, or exceeds 100, the hundred digit (1) will not be displayed. Your stakes will be reduced by the actual total bet.

Stand— Press Key 0. Turn will pass to next player or to dealer.

NOTE: If the card you draw puts your point total over 21, you "bust" and lose your bet.

8. After players have completed their turns the dealer will show the face-down card, and play out the hand (unless players have busted, and the dealer has already won). The dealer will draw additional cards as necessary, but will stand on any card count of 17 or higher, with one exception; the dealer will draw on a "soft" 17, where an ace is used as 11 points in the hand.
9. If you win, a "W" appears in place of your bet, and you will be paid off by an amount equal to your bet. If you win with a natural Blackjack, you receive an amount twice your bet.

If your card-count is the same as the dealer's you tie, and get back your bet. A "T" will appear in place of your bet.

If you bust, or have a lower card count than the dealer, you lose your bet.

10. After the hand is completed, the word "BET" will again appear on the screen. Players place their bet and a new hand will be dealt.

Play can continue until players lose their stakes, or break the bank by increasing their stakes above \$999.

11. When the word "CUT" appears on the screen, either player can cut by pressing the "0" key on his keyboard.

SPECIFICATION

- (1) RF Channel: UHF Channel 36:591 \pm 5 MHz
- (2) Color System: PAL Circuit
Sound System: FM Modulation
- (3) Horizontal Sync Frequency = 15625 HZ \pm 160 HZ
- (4) Type of Emmission
Video Signal: Negative amplitude modulation
- (5) RF Power: Min. 1mV across 75-OHM
- (6) Type of Color on Screen
Red, Blue, Pink, Green, Yellow, Aqua, White and Black.
- (7) 5 Resident Games
Doodle, Patterns, Bowling, 1-player and 2-player Black-jack.
- (8) Control Switch
2-Deci Keyboards
Clear Button
- (9) 44-Pin Cartridge Connector.
- (10) RF Cable.
- (11) AC Adaptor Jack: 3.5mm ϕ male type. Positive centre.
AC Adaptor Requirements: 9V dc at 400mA. Centre Positive. 3.5mm.
- (12) Power Consumption: 9V dc 280mA Nominal. 350mA max.

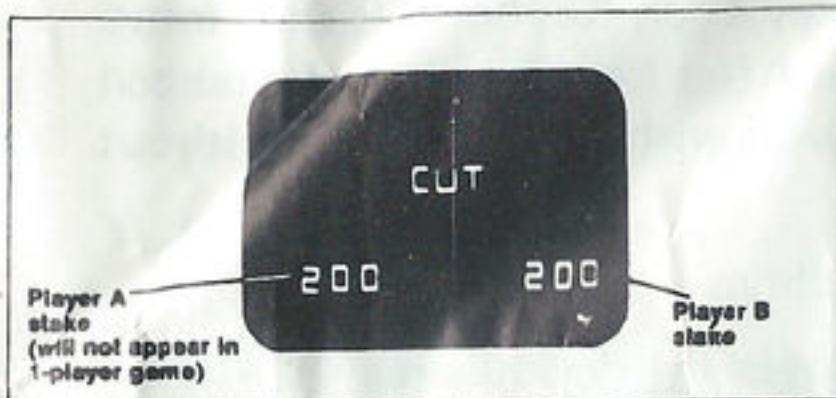


Figure 1



Figure 2.

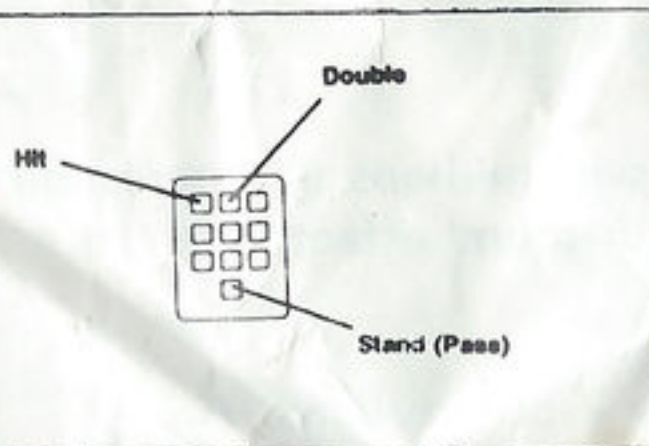


Figure 3

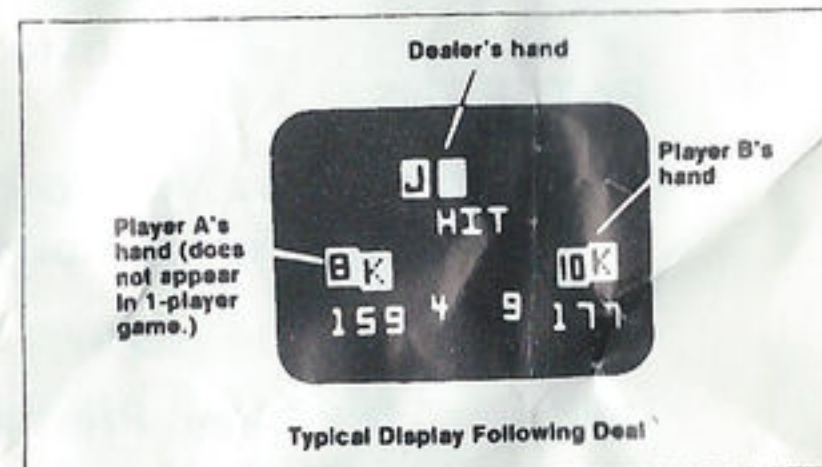


Figure 4



Figure 5